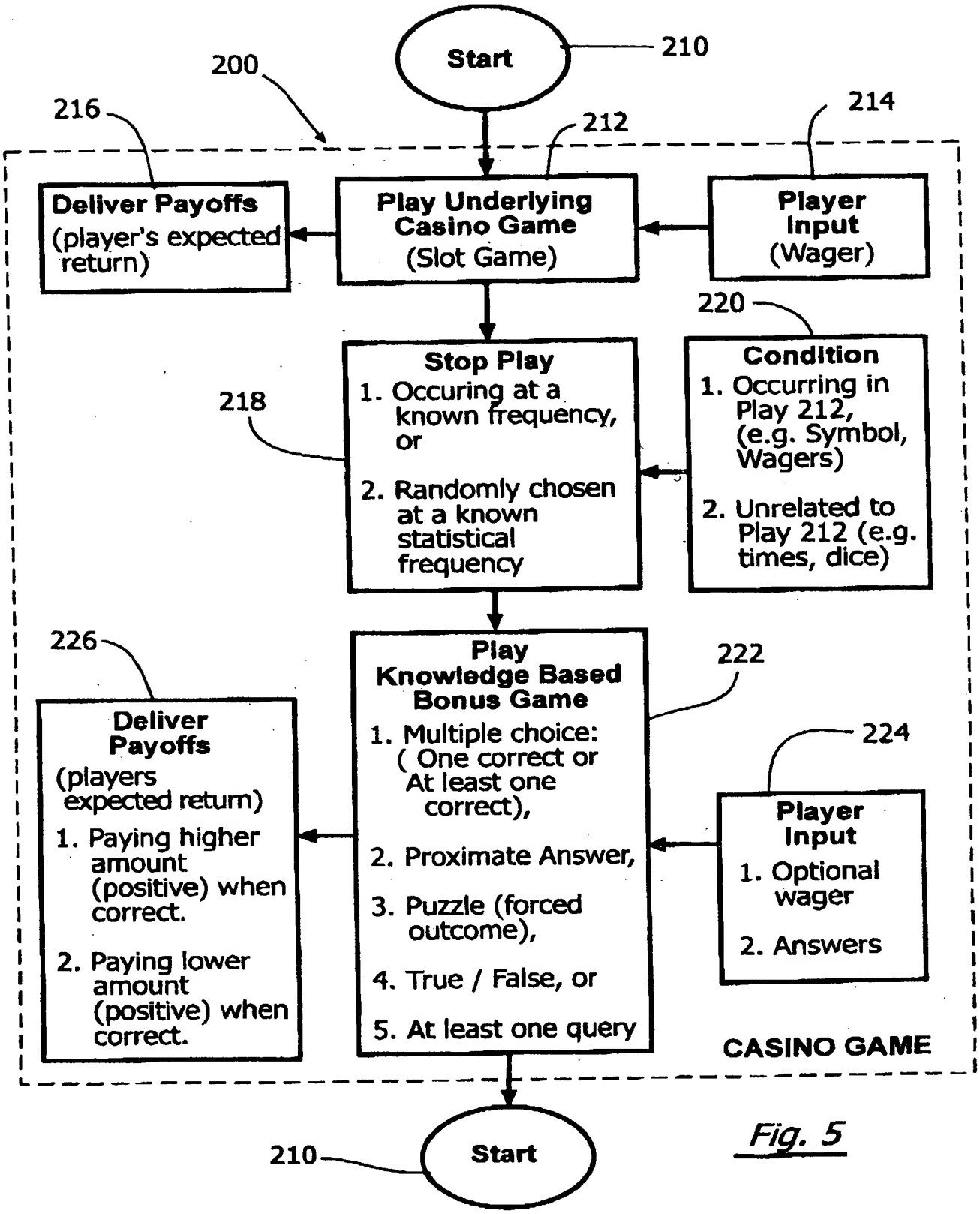
Start
210
200
216
212
214
Deliver Payoffs
(player's expected return)
Play Underlying Casino Game
(Slot Game)
Player Input
(Wager)
220
Stop Play
1. Occuring at a known frequency, or
2. Randomly chosen at a known statistical frequency
218
Condition
1. Occurring in Play 212, (e.g. Symbol, Wagers)
2. Unrelated to Play 212 (e.g. times, dice)
226
Play Knowledge Based Bonus Game
1. Multiple choice: (One correct or At least one correct),
2. Proximate Answer,
3. Puzzle (forced outcome),
4. True / False, or
5. At least one query
222
224
Deliver Payoffs
(players expected return)
1. Paying higher amount (positive) when correct.
2. Paying lower amount (positive) when correct.
Player Input
1. Optional wager
2. Answers
CASINO GAME
210
Start

Fig. 5

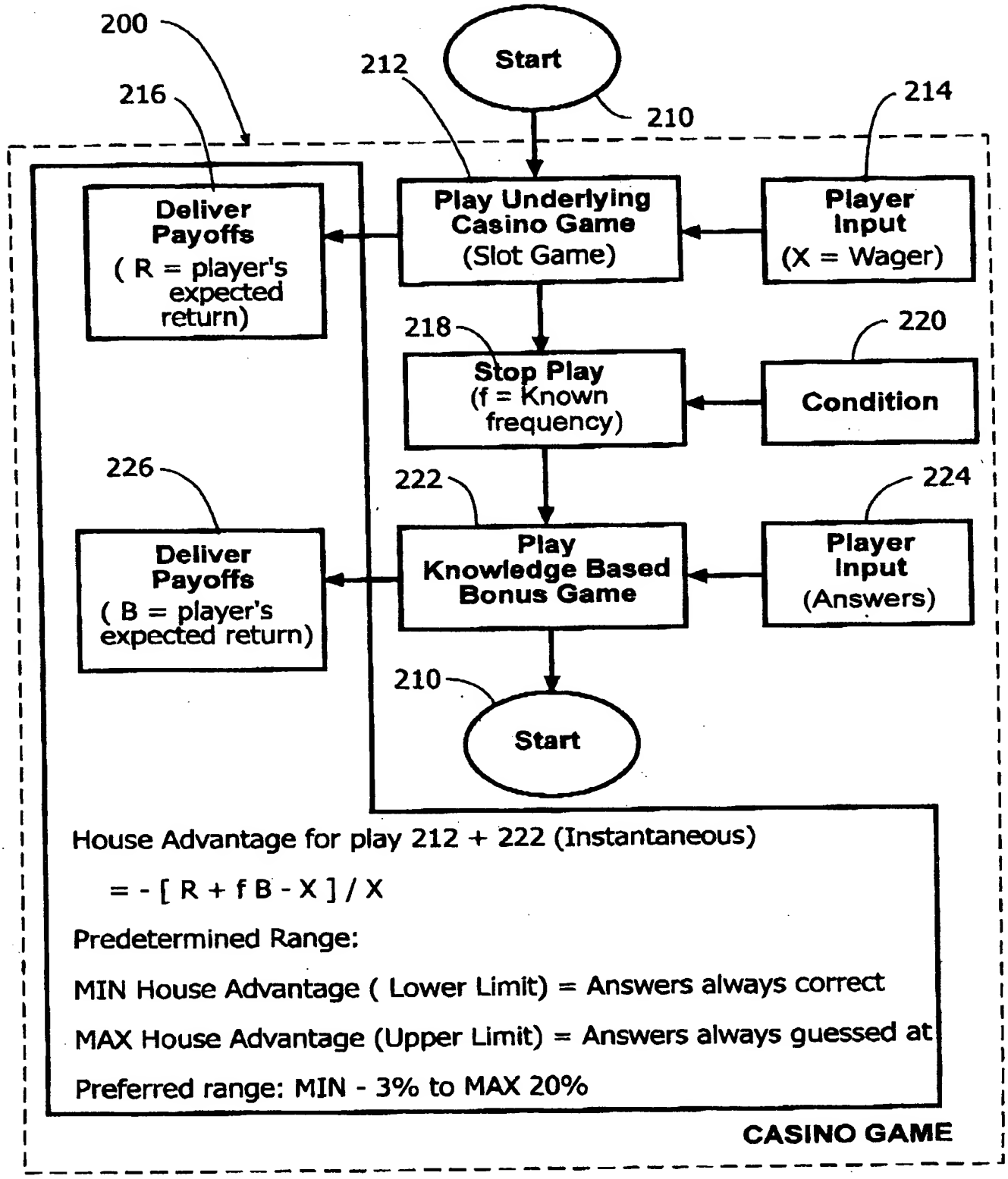
200
Start
212
210
214
216
Deliver Payoffs (R = player's expected return)
Play Underlying Casino Game (Slot Game)
Player Input (X = Wager)
218
220
Stop Play (f = Known frequency)
Condition
226
222
224
Deliver Payoffs (B = player's expected return)
Play Knowledge Based Bonus Game
Player Input (Answers)
210
Start
House Advantage for play 212 + 222 (Instantaneous)
= - [R + f B - X] / X
Predetermined Range:
MIN House Advantage (Lower Limit) = Answers always correct
MAX House Advantage (Upper Limit) = Answers always guessed at
Preferred range: MIN - 3% to MAX 20%
CASINO GAME

Fig. 6